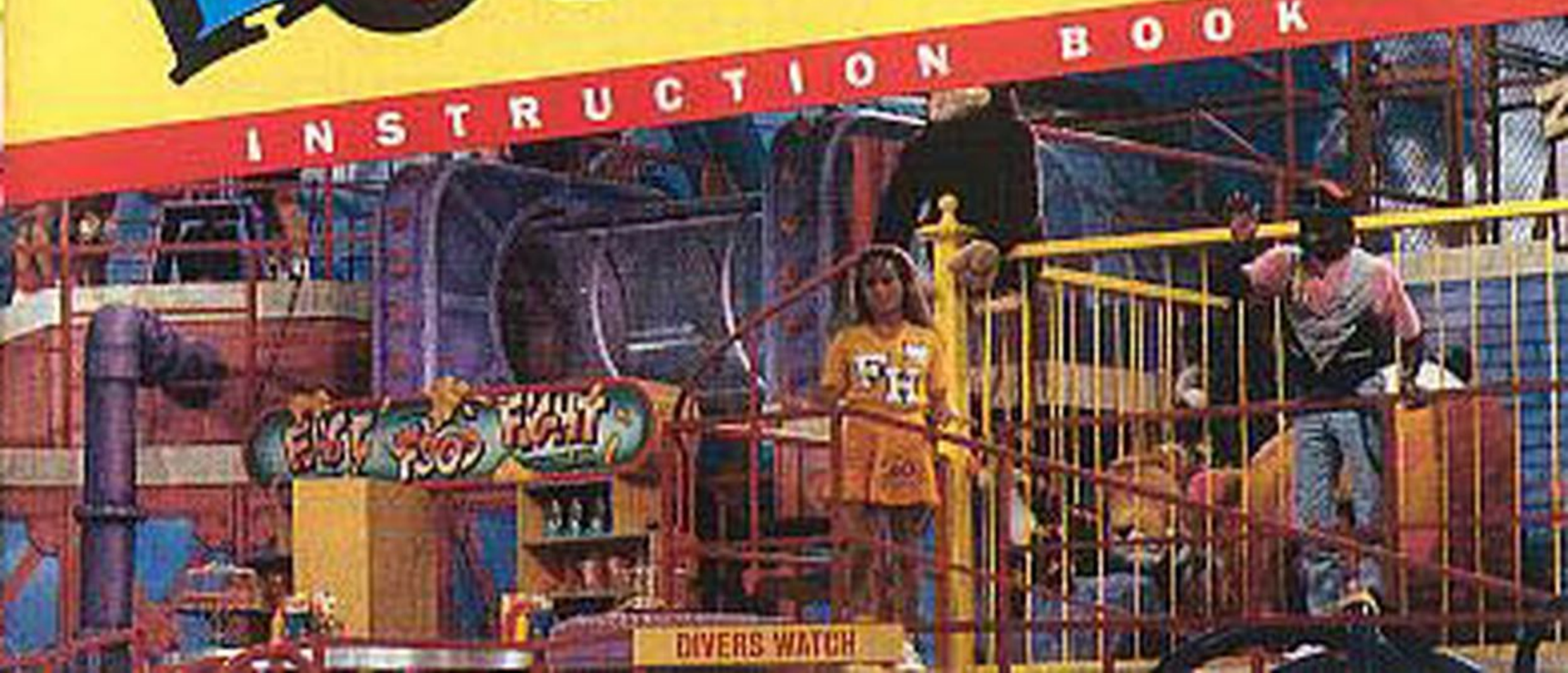
NES-FS-USA

FUN HOUSE™

Licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

INSTRUCTION BOOK



LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

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This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

PRECAUTIONS

- The Game Pak is a precision device. Keep it away from electrical shock and do not use under extreme temperature conditions.
- Do not touch the terminals.
- Avoid exposure to water.
- Do not clean with thinner, benzine, alcohol, or cleaning fluids.
- Make sure the power is off before inserting or removing the Game Pak from the Nintendo Entertainment System.

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Thank you for buying *FUN HOUSE*. To get the most playing satisfaction from this Game Pak, please read the entire manual.

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You're trapped in the ***FUN HOUSE!*** How do you find your way out?! You start the game with three rollerbladers. If you maneuver your way out of one room in the limited amount of time, you go on to the next room. But to move on, you must smack all the targets with your tomatoes as you whiz by. Pick up the power objects to gain advantages like more rollerbladers or more time.

It's a slippery, slimey trip through 72 rooms, full of blobs and boingers, flying banana chips and schmutz balls. So getting through the rooms gets harder and gooier as you go along. Have fun!

- Make sure your Nintendo Entertainment System is turned off before inserting the ***FUN HOUSE*** Game Pak.

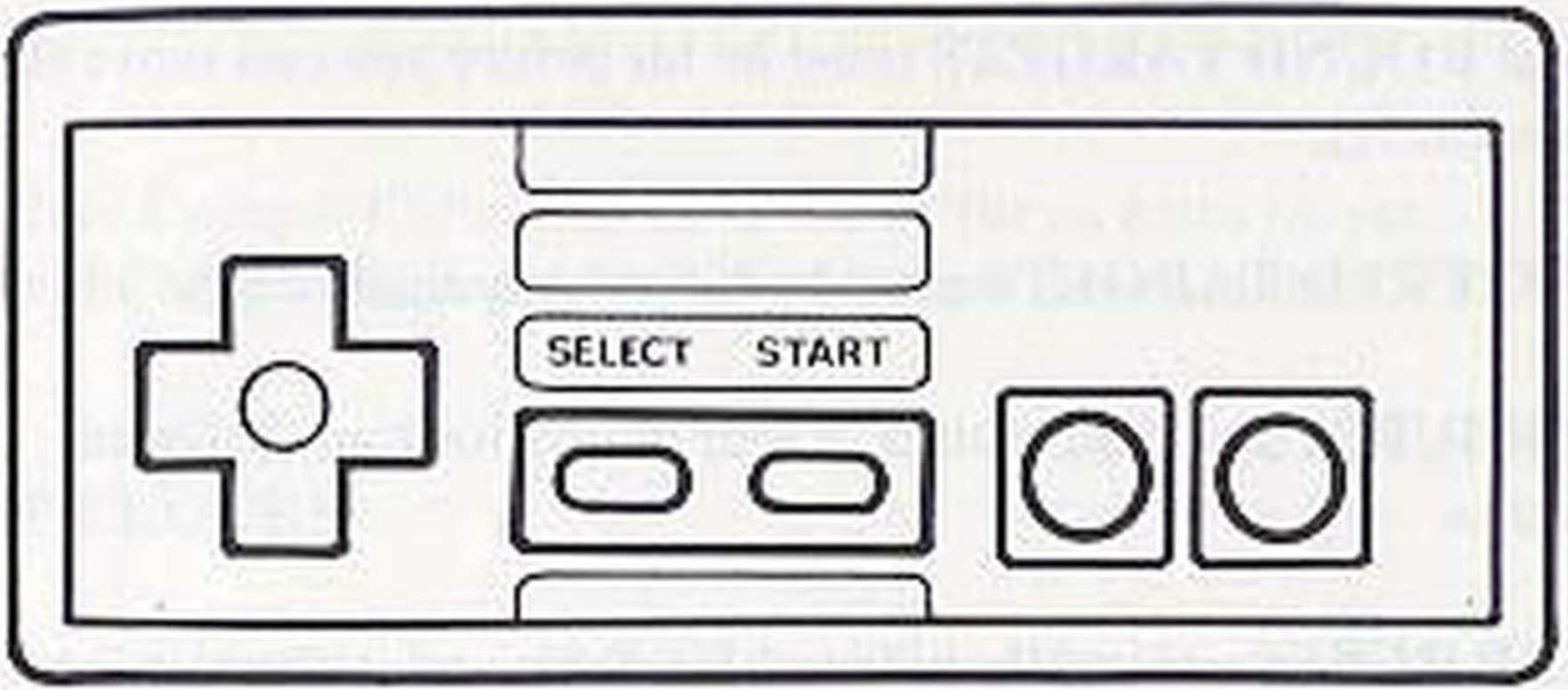
- Insert the ***FUN HOUSE*** Game Pak.

- Press POWER.

Once the title screen appears, press the START button on Controller Pad #1 to begin a game. Let's get messy and good luck!

As you maneuver through rooms full of slime and obstacles, you'll find the name of each room often gives you some clue about it. The rooms vary a lot. The backgrounds and floors you rollerblade across will definitely alter your progress. For instance, when you travel over the icky slime-covered ramps, the floor slops you around in one of four directions, making control just a little bit difficult. Yuk! On wet icy floors, speeding up is easy; slowing down...not so easy! Now be sure to pick up plenty of power objects like coins, clocks, sneakers and hidden prizes to give yourself extra players, time, speed, and bonus points. When you smack the last target in a room, it will reveal a key which you must pick up to enter the next room. So let's get down and get dirty!

TIP: Rollerblading backwards on slime-covered ramps can make it easier to slow down or stop. On ice, it's the only way to slow down or stop.



LEFT PAD
Rotates the player left

RIGHT PAD
Rotates the player right

A BUTTON
Moves the player forward

B BUTTON
Fires the tomatoes

All the **ROUND TARGETS** must be hit before you can move on to the next level.

NUMBERED TARGETS must be hit in numerical order.

STARBURSTS rack up points -- four colors for four different amounts.

WARP CUBES -- Usually hidden. Find one and it sends you to another part of the Fun House. (Great for better players who want to skip ahead.)

COINS

Silver Coins -- Collect 25 silver coins for an extra player.
Gold Coins -- Each gold coin equals five silver coins.

GLOP CLOCKS

Small Glop Clocks -- Pick up these for eight extra seconds.
Large Glop Clocks -- These give you fifteen extra seconds.

SNEAKERS -- Pick these up to temporarily increase your speed.

BLOB -- Slow-moving blue blobs and fast-moving red blobs bounce you back if you hit them.

BOINGER -- Hit one of these and you'll temporarily spin out of control.

BANANA LAUNCHER -- Shoots an arc of banana chips that bounce you back. Also shoots whole bananas that subtract some of your time if they hit you.

SPRAY GUN -- Shoots red schmutz balls that bounce you back AND subtract some of your time.

TIP: Boingers can be destroyed by hitting them five times with your tomatoes.

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

90-Day Limited Warranty

Hi Tech Expressions™ warrants to the original consumer purchaser that Game Pak including Game Pak accessories shall be free from defects and workmanship for a period of 90 days from date of purchase.
To receive this warranty:

1. Do NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-1224. Our Customer Service Department is in operation from 1:00 P.M. to 5:00 P.M. Eastern Standard Time, Monday - Friday.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective **PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, together with your sales slip or similar proof-of-purchase and a brief description of your problem with the 90-day warranty period to:

   HI TECH EXPRESSIONS
   Attn: Nintendo Customer Service Department
   584 Broadway, New York, NY 10012

   If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

WARRANTY LIMITATIONS
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITION SET FORTH HEREIN. IN NO EVENT SHALL HI TECH EXPRESSIONS BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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